

I CLAIM:

1. A method of playing a wagering game using one or more decks
of cards comprising:

generating a set of random over numbers and a set of random under numbers;

5 accepting one or more wagers from one or more players;

dealing each wagering player one or more cards;

determining a value of the one or more player cards; and

resolving an over/under player wager by determining whether the value of the one
or more cards is in the set of over numbers or in the set of under numbers.

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2. The method of claim 1 wherein resolving an odd/even player wager comprises
determining whether the value of the one or more player cards is odd or even.

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3. The method of claim 1 wherein generating the set of random over numbers and
the set of random under numbers is accomplished by using a rotatable wheel, having
a plurality of numbers depicted thereon, in combination with a wheel divider.

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4. The method of claim 1 wherein generating the set of random over numbers and
the set of random under numbers is accomplished by using an electronic random
number generator.

5. The method of claim 1 wherein modulo 10 is used to determine the value of the
one or more player cards.

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6. The method of claim 1 wherein an additional final card is dealt to each wagering
player receiving one or more cards having a value of 0 or 9.

7. The method of claim 6 wherein resolving a posts player wager comprises
determining whether the value of all player cards is 0 or 9.

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8. The method of claim 1 wherein the set of random over numbers and the set of random under numbers each include four unique numbers between 1 and 8.

9. A method of playing a wagering game using one or more decks

5 of cards comprising:

generating a set of random over numbers and a set of random under numbers;

accepting one or more wagers from one or more players, said wagers being placed on either a player hand, a community hand or both;

dealing each wagering player one or more cards;

10 dealing one or more cards to form a community hand;

determining a value of the one or more player cards and the two card community hand; and

resolving an over/under player wager on the player's hand by determining whether the value of the one or more player cards is in the set of over numbers or in the set of under numbers; and

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resolving an over/under player wager on the community hand by determining whether the community hand is in the set of over numbers or in the set of under numbers.

20 10. The method of claim 9 wherein resolving an odd/even player wager on the player's hand comprises determining whether the value of the one or more player cards is odd or even; and

resolving an over/under player wager on the community hand by determining whether the value of the community cards is odd or even.

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11. The method of claim 9 wherein generating the set of random over numbers and the set of random under numbers is accomplished by using a rotatable wheel, having a plurality of numbers depicted thereon, in combination with a wheel divider.

12. The method of claim 9 wherein generating the set of random over numbers and the set of random under numbers is accomplished by using an electronic random number generator.

5 13. The method of claim 9 wherein modulo 10 is used to determine the value of the one or more player cards and the community cards.

14. The method of claim 9 wherein each wagering player and the community is dealt an additional final card when the player or the community is dealt one or more cards
10 having a value of 0 or 9, respectively.

15 15. The method of claim 14 wherein resolving a posts player wager on the player's hand or the community hand comprises determining whether all the player cards or all the community cards is 0 or 9, respectively.

16. The method of claim 9 wherein the set of random over numbers and the set of random under numbers each include four unique numbers between 1 and 8.

20 17. The method of claim 9 wherein the value of the one or more community cards is displayed on a display device.

18. The method of claim 14 wherein the value of the one or more community cards is displayed on a display device.

25 19. A method of playing a wagering game using one or more decks of cards comprising:

generating a set of random over numbers and a set of random under numbers;

accepting one or more wagers from one or more players, said wagers being placed on a community hand;

30 dealing one or more cards to form a community hand;

determining a value of the community cards; and

resolving an over/under player wager by determining whether the value of the one or more community cards is in the set of over numbers or in the set of under numbers.

20. The method of claim 19 wherein resolving an odd/even player wager comprises determining whether the value of the one or more community cards is odd or even.

21. The method of claim 19 wherein generating the set of random over numbers and the set of random under numbers is accomplished by using a rotatable wheel, having a plurality of numbers depicted thereon, in combination with a wheel divider.

22. The method of claim 19 wherein generating the set of random over numbers and the set of random under numbers is accomplished with an electronic random number generator.

23. The method of claim 19 wherein modulo 10 is used to determine the value of the one or more community cards.

24. The method of claim 19 wherein an additional final card is dealt to the community hand when the one or more community cards has a combined value of 0 or 9.

25. The method of claim 24 wherein resolving a posts player wager comprises determining whether the value of all community cards is 0 or 9.

26. The method of claim 25 wherein the set of random over numbers and the set of random under numbers each include four unique numbers between 1 and 8.

27. The method of claim 19 wherein the value of the community cards is displayed on a display device.

28. The method of claim 24 wherein the value of all community cards is displayed on a display device.

29. A method of playing a wagering game using one or more decks of cards comprising:

generating a set of random over numbers and a set of random under numbers;
accepting one or more wagers from one or more players;

5 dealing each wagering player one or more cards;

determining a value of the one or more player cards;

if said combined value is within a preestablished range, resolving an over/under player wager by determining whether the value of the one or more player cards is in the set of over numbers or in the set of under numbers; and

10 if said value is equal to one or more preestablished numbers outside the preestablished range, dealing the player an additional final card and resolving the over/under wager by determining whether the value of all player cards is in the set of over numbers or in the set of under numbers.

15 30. The method of claim 29 wherein resolving an odd/even player wager comprises determining whether the value of the one or more player cards is odd or even.

31. The method of claim 29 wherein resolving a posts player wager comprises determining whether the value of all player cards is 0 or 9.

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32. A method of playing a wagering game using one or more decks of cards comprising:

generating a set of random over numbers and a set of random under numbers;
accepting one or more wagers from one or more players;

25 dealing one or more cards to form a community hand;

determining a value of the community cards;

if said value is within a preestablished range, resolving an over/under player wager by determining whether the value of the one or more community cards is in the set of over numbers or in the set of under numbers; and

30 if said value is equal to one or more preestablished numbers outside the preestablished range, dealing an additional final community card and resolving the

over/under wager by determining whether the value of all community cards is in the set of over numbers or in the set of under numbers.

5 33. The method of claim 32 wherein resolving an odd/even player wager comprises determining whether the value of the one or more community cards is odd or even.

34. The method of claim 32 wherein resolving a posts player wager comprises determining whether a value of all community cards is 0 or 9.

10 35. A method of playing a wagering game using one or more decks of cards comprising:

generating a set of random over numbers and a set of random under numbers;

accepting one or more wagers from one or more players, said wagers being on a player hand, a community hand or both;

15 dealing each wagering player one or more cards;

dealing one or more cards to form a community hand;

determining a value of the one or more player cards and the one or more community cards;

20 if said value of the player hand is within a preestablished range, resolving an over/under player wager on the player's hand by determining whether the value of the one or more player cards is in the set of over numbers or in the set of under numbers;

25 if said value of the player hand is equal to one or more preestablished numbers outside the preestablished range, dealing the player an additional final card and resolving the over/under player wager on the player's hand by determining whether the value of all the player cards is in the set of over numbers or in the set of under numbers;

30 if said value of the community hand is within a preestablished range, resolving an over/under player wager on the community hand by determining whether the value of the one or more community cards is in the set of over numbers or in the set of under numbers; and

if said value of the community hand is equal to one or more preestablished numbers outside the preestablished range, dealing an additional final community card and resolving the over/under player wager on the community hand by determining whether the value of all community cards is in the set of over numbers or in the set of under numbers.

36. The method of claim 34 wherein resolving an odd/even player wager on the player's hand comprises determining whether the value of the one or more player cards is odd or even; and

resolving an odd/even player wager on the community hand by determining whether the value of the one or more community cards is odd or even.

37. The method of claim 34 wherein resolving a posts player wager on the player's hand comprises determining whether the value of the one or more player cards is 0 or 9; and

resolving a posts player wager on the community hand by determining whether the value of the one or more community cards is 0 or 9.

38. A wagering game comprising:

means for generating a set of random over numbers and a set of random under numbers;

one or more decks of cards; and

a layout for accommodating one or more player wagers from a group of wagers consisting of over/under wagers, odd/even wagers and posts wagers whereby said wagers are based on a value of one or more dealt player cards in combination with said set of over numbers and said set of under numbers.

39. The game of claim 38 wherein resolving the over/under player wagers comprises determining whether the value of the one or more player cards is in the set of over numbers or in the set of under numbers.

40. The game of claim 38 wherein resolving the odd/even player wager comprises determining whether the value of the one or more player cards is odd or even.

41. The game of claim 38 wherein an additional final card is dealt to each wagering player receiving one or more cards having a value of 0 or 9.

42. The game of claim 38 wherein resolving the posts player wager comprises determining whether the value of all player cards is 0 or 9.

43. The game of claim 38 wherein the means for generating a set of random over numbers and a set of random under numbers is a rotatable wheel, having a plurality of numbers depicted thereon, in combination with a wheel divider.

44. The game of claim 38 wherein the means for generating a set of random over numbers and a set of random under numbers is an electronic random number generator.

45. A wagering game comprising:

means for generating a set of random over numbers and a set of random under numbers;

one or more decks of cards; and

a layout for accommodating one or more player wagers from a group of player wagers consisting of over/under wagers, odd/even wagers and posts wagers whereby said wagers are based on a value of one or more community cards in combination with said set of over numbers and said set of under numbers.

46. The game of claim 45 wherein resolving the over/under wagers comprises determining whether the value of the one or more community cards is in the set of over numbers or in the set of under numbers.

47. The game of claim 45 wherein resolving the odd/even wagers comprises determining whether the value of the one or more community cards is odd or even.

5 48. The game of claim 45 wherein an additional final community card is dealt when the one or more community cards have a value of 0 or 9.

49. The game of claim 48 wherein resolving the posts wagers comprises determining whether the value of all community cards is 0 or 9.

10 50. The game of claim 45 wherein the means for generating a set of random over numbers and a set of random under numbers is a rotatable wheel, having a plurality of numbers depicted thereon, in combination with a divider device.

15 51. The game of claim 45 wherein the means for generating a set of random over numbers and a set of random under numbers is an electronic random number generator.

20 52. The game of claim 45 wherein the layout further includes player positions for accommodating one or more player wagers from a group of player wagers consisting of over/under wagers, odd/even wagers and posts wagers whereby said wagers are based on a value of one or more player cards in combination with said set of over numbers and said set of under numbers.

25 53. An electronic gaming machine comprising:
a processor in communication with a random number generator and display;
said random number generator adapted to select a set of over numbers and a set of under numbers and to select one or more player cards, said display adapted to display the selected numbers and player cards and said processor adapted to resolve one or more player input wagers from a group of wagers consisting of an over/under
30 wager, odd/even wager and posts wager whereby resolution of said wagers is based

on a value of the one or more player cards and said set of over numbers and said set of under numbers.

54. The machine of claim 53 wherein resolving the over/under player wager comprises determining whether the value of the one or more player cards is in the set of over numbers or in the set of under numbers.

55. The machine of claim 53 wherein resolving the odd/even player wager comprises determining whether the value of the one or more player cards is odd or even.

56. The machine of claim 53 wherein an additional final card is selected by the random number generator and displayed on the display in response to a player receiving one or more cards having a value of 0 or 9.

57. The machine of claim 56 wherein resolving the posts player wager comprises determining whether the value of all player cards is 0 or 9.

58. An electronic gaming machine comprising:

a processor in communication with a random number generator and display;

said random number generator adapted to select a set of over numbers and under numbers and to select one or more player cards, said display adapted to display the selected numbers and cards and said processor adapted to resolve one or more player input wagers from a group of wagers consisting of over/under wagers, odd/even wagers and posts wagers whereby said wagers are based on a value of the one or more community cards and said set of over numbers and said set of under numbers.

59. The machine of claim 58 wherein resolving the over/under player wager comprises determining whether the value of the one or more community cards is in the set of over numbers or in the set of under numbers.

60. The machine of claim 58 wherein resolving the odd/even player wager comprises determining whether the value of the one or more community cards is odd or even.

5 61. The machine of claim 58 wherein an additional final card is selected by the random number generator and displayed on the display in response to the community cards having a value of 0 or 9.

10 62. The machine of claim 61 wherein resolving the posts player wager comprises determining whether the value of all community cards is 0 or 9.

63. An electronic gaming machine comprising:
a processor in communication with a random number generator and display;
a plurality of machine interfaces;
said random number generator adapted to select a set of over numbers and under
15 numbers, to select one or more player cards for a plurality of players and to select one or more cards for a community hand, said display adapted to display the selected numbers, cards for each player and community cards, said processor further adapted to resolve each player's input wagers from a group of wagers consisting of over/under wagers, odd/even wagers and posts wagers whereby said wagers are based on a value
20 of the one or more player cards, community cards and said set of over numbers and said set of under numbers.

25 64. The machine of claim 63 wherein resolving the over/under player wagers comprises determining whether the value of each player's cards or community cards is in the set of over numbers or in the set of under numbers.

65. The machine of claim 63 wherein resolving the odd/even player wager comprises determining whether the value of each player's cards or community cards is odd or even.

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66. The machine of claim 63 wherein an additional final card is selected by the random number generator and displayed on the display in response to each player receiving one or more cards having a value of 0 or 9.

5 67. The machine of claim 63 wherein an additional final card is selected by the random number generator and displayed on the display in response to the community hand receiving one or more cards having a value of 0 or 9.

10 68. The machine of claim 63 wherein resolving the posts player wager comprises determining whether the value of each player's cards or the community cards is 0 or 9.